

AETHER RAVE

aetherRAVE

The aetherRAVE is a combination cyberspace and party. We've tried to visualize what we think the 'info highway' can be - a 'database' to roam around in - while at the same time keep it fun and entertaining. The MediaBand database will grow and evolve over our next few CD-ROM's, with each one featuring new interactive music pieces that will continue to 'push the envelope.'

The aetherRAVE provides a wrapper for Undo Me and House Jam and enables the user to explore the six rooms and associated spaces. The aetherRAVE has no particular plot or storyline that drives the interactivity, but just the instincts of an inquisitive user! Each room of the aetherRAVE provides a different type of interactive experience and different musical theme. The whole place starts rocking when you start to move your mouse over hot spots that trigger solos on top of the groove! So no matter what, when in doubt, move your mouse!

And don't forget to listen to our CD-audio track that we've put on the disk for you!

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CD-ROM

MEET MEDIA BAND



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The Main Menu of the aetherRAVE looks down on the six rooms which make up the Meet MediaBand aetherRAVE (we call it CD №1). There are very recognizable columns that appear to be bowling pins from above that separate each room. As in the entire MediaBand environment, just moving your mouse reveals a lot of great artwork and animation. By moving your mouse between the columns, a certain color will glow to signify the area you can move to - choose which one, click your mouse, and you are there...

One way of navigating through the MediaBand aetherRAVE is by moving your mouse to the right or left hand sides of the screen, at which point your cursor turns into a hand pointing to the left or right. When you click, you will move to the room directly next to where you are currently located. You can continue to move around the aetherRAVE this way, eventually coming back to where you started.

The other way of getting through the aetherRAVE is to use the pop-up menu to teleport directly where you want to go. In most of the MediaBand screens, you will find the pop-up menu in the main left hand corner of the screen. It also includes basic housekeeping type functions such as Save, Load, Credits and Quit. Just move your cursor there, and click. In the Main Menu the menu bar has been divided up into four sections, with each one in the four corners of the screen. There are no pop-up menus in any of the Archives content or in UnDo Me or House Jam.

You can also return to the Main Menu by clicking on the upper portion of any aetherRAVE room screen; the cursor will change to a hand pointing up. An inverted triangle on the Main menu is also available by moving the mouse to the bottom portion of the screen, and clicking which should change the cursor to a hand pointing down. The inverted Main Menu has all the functionality of the real Main Menu, but without animation, sound effects and interactivity tricks. Random access is accomplished by holding down the alt key and clicking where you would normally click. This will cause the branch, jump or selection to happen immediately, allowing the user much more interactivity and direct control over the piece.

UpDo Me in the Stage room. In the default mode, all musical phrases are completed before any interactive branches occur. In other words interactivity does not interrupt the flow of the song. Random access is accomplished by holding down the alt key and clicking where you would normally click. This will cause the branch, jump or selection to happen immediately, allowing the user much more interactivity and direct control over the piece.

PERFORMING SHORTCUTS

There are a number of shortcuts throughout the aetherRAVE and its associated rooms. The main shortcut is the Pop-up menu, which allows you to teleport throughout the CD-ROM. There are several other controls in your MediaBand that are accomplished by holding down the alt key while clicking or holding down the option key on Macs. Other than that, it includes using the alt key to get out of the Archives outside of the Main four chamber Archives screen, hold down alt, alt, alt and click on the bottom of the screen, and you will be returned to the main Archives menu - skipping over Archives antechamber. You can also use the alt key during the very first introductory animation screen to see Jim Collins or the control key to see Marc Cantrell. Holding down the shift key during the intro animation will turn your mouse into a paintbrush.

In UpDo Me there are a number of other power user techniques that can be accomplished by using the Geek key. Alt-clicking on the boyfriends will jump you into that episode without having to hear the introductory verse. Alt-clicking on UNI will let you rewind instead of having to hear the entire song. Alt-clicking on the fire or ice will let you go immediately to the next verse. You can immediately go to anywhere in an episode by alt-clicking on the frame you want to go to without having to wait for the introductory verse. During the chorus, if you alt-click the fire or the ice it immediately goes to the next verse.

UpDo Me in the Stage room. In the default mode, all musical phrases are completed before any interactive branches occur. In other words interactivity does not interrupt the flow of the song. Random access is accomplished by holding down the alt key and clicking where you would normally click. This will cause the branch, jump or selection to happen immediately, allowing the user much more interactivity and direct control over the piece.

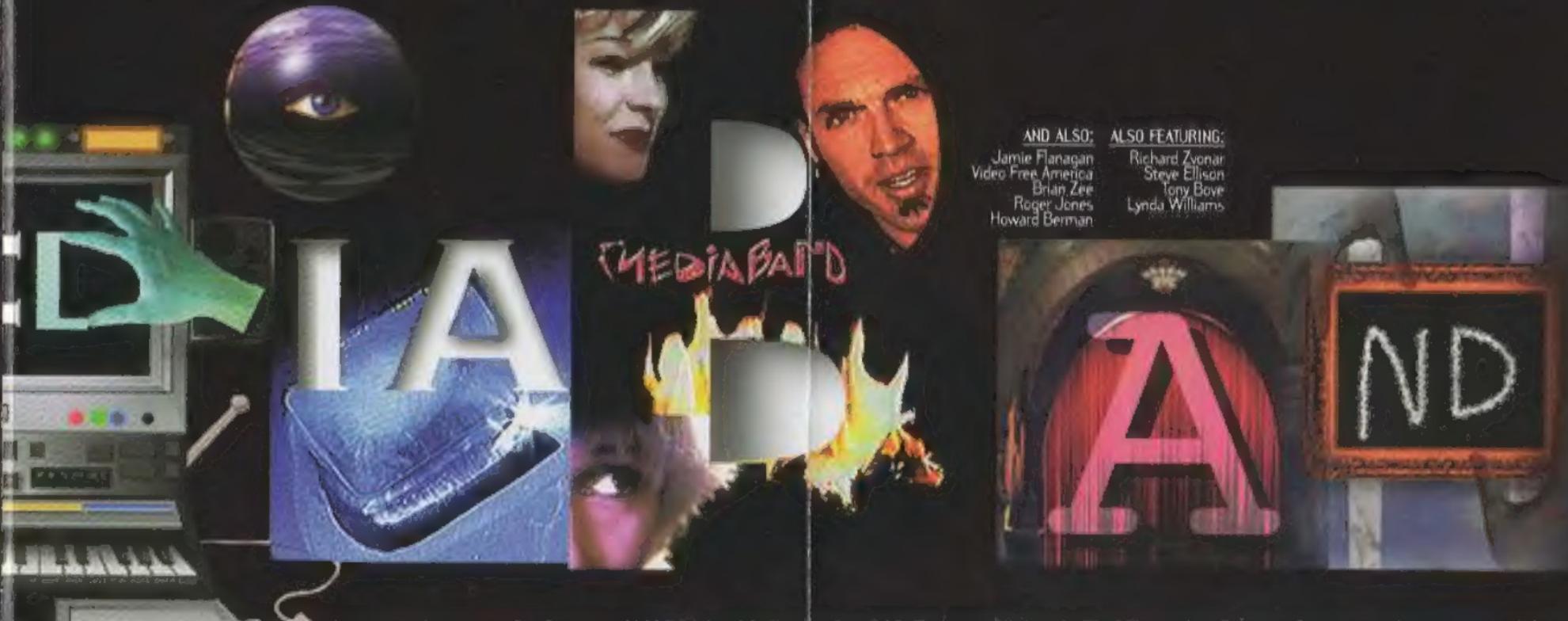
CREDITS

MediaBand is: Marc Canter, Jim Collins, Stuart Sharpe,



Kelley Gabriel, Chris Watkins, John Sanborn, Mark Shepherd,

Allison Prince, Michael Kaplan.

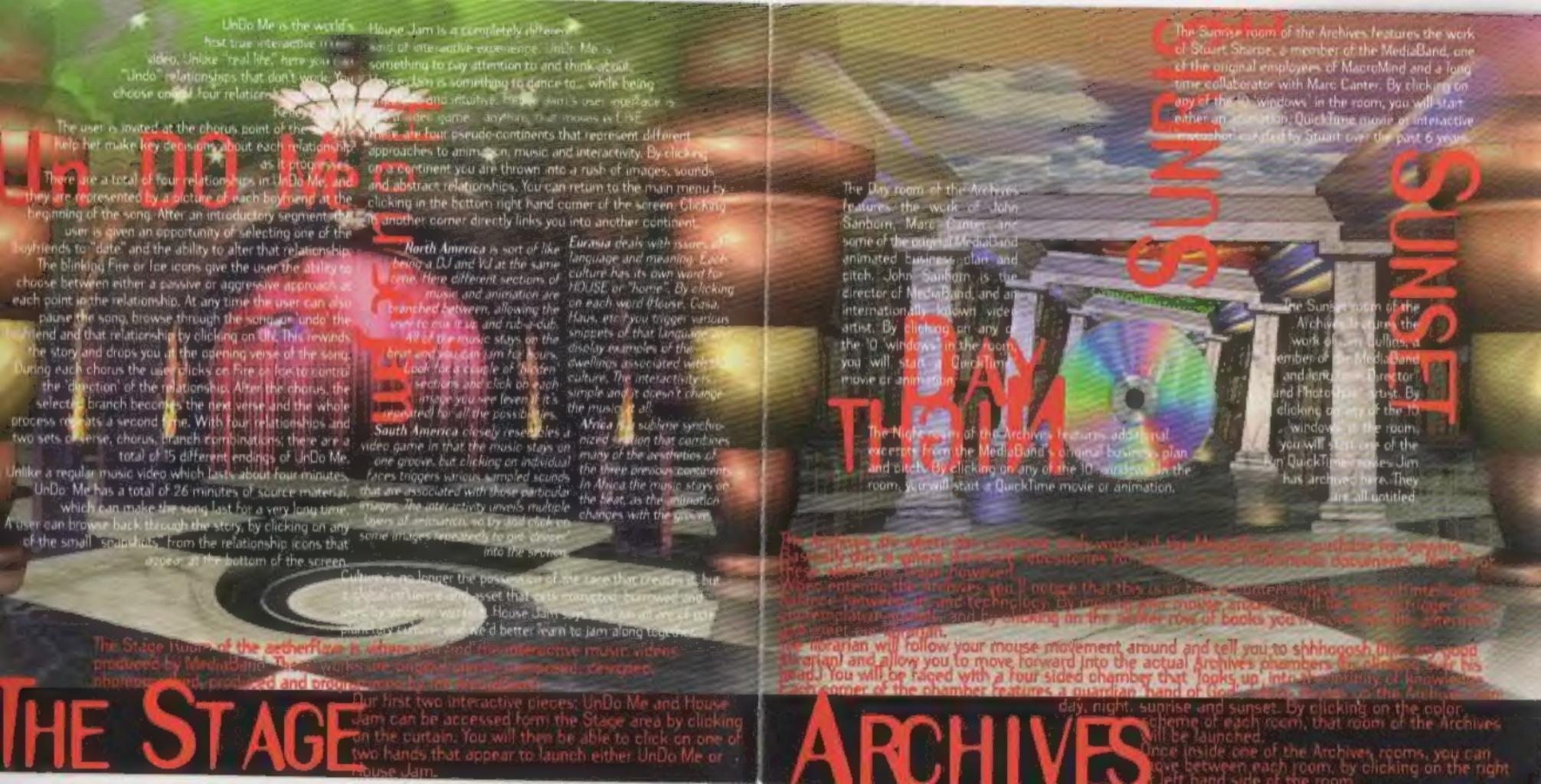


AND ALSO:

Jamie Flanagan
Video Free America
Brian Zee
Roger Jones
Howard Berman

ALSO FEATURING:

Richard Zvonar
Steve Ellison
Tony Bove
Lynda Williams



UnDo Me is the world's first true interactive music video. Unlike "real life," here you can have "undo" relationships that don't work. You choose options, your relationship

House Jam is a completely different kind of interactive experience. UnDo Me is something to pay attention to and think about. House Jam is something to dance to... while being aware of and securing her own safety. The user's user interface is a choice game... anything that chooses is life.

These are four pseudo-continents that represent different approaches to animation, music and interactivity. By clicking on a continent you are thrown into a rush of images, sounds and abstract relationships. You can return to the main menu by clicking in the bottom right hand corner of the screen. Clicking in another corner directly links you into another continent.

North America is sort of like being a DJ and DJ at the same time. Here different sections of music and animation are entrenched between, allowing the user to mix it up and not-a-dub. All of the music stays on the brain and you can jam for hours. Look for a couple of 'hidden' sections and click on each one you see them. It's repeated for all the possibilities.

South America closely resembles a video game, but the music stays on one groove, but clicking on individual faces triggers various sampled sounds that are associated with those particular images. The interactivity unveils multiple layers of interaction, so try and look for some images repeated to be clicked into the section.

Cultures are like the possessors of a language that creates art, but cultures also see that with expanded cultures come war. House Jam says, "If we can learn to live in peace, then we could better learn to jam along together."

The Stage Room of the aetherflame is where you find the interactive music videos produced by Mediaband. These works are played, created, composed, developed, programmed, produced and prototyped by Mediaband.

Our first two interactive pieces: UnDo Me and House Jam can be accessed from the Stage area by clicking on the curtain. You will then be able to click on one of two hands that appear to launch either UnDo Me or House Jam.

The user is invited at the chorus point of the song to help her make key decisions about each relationship as it progresses.

There are a total of four relationships in UnDo Me, and they are represented by a picture of each boyfriend at the beginning of the song. After an introductory segment, the user is given an opportunity of selecting one of the boyfriends to "date" and the ability to alter that relationship.

The blinking Fire or Ice icons give the user the ability to choose between either a passive or aggressive approach at each point in the relationship. At any time the user can also pause the song, browse through the song or "undo" the song and that relationship by clicking on UN. This rewinds the story and drops you at the opening verse of the song. During each chorus the user clicks on Fire or Ice to control the "direction" of the relationship. After the chorus, the selected branch becomes the next verse and the whole process repeats a second time. With four relationships and two sets of verse, chorus, branch combinations, there are a total of 15 different endings of UnDo Me.

Unlike a regular music video which lasts about four minutes, UnDo Me has a total of 26 minutes of source material, which can make the song last for a very long time.

A user can browse back through the story, by clicking on any of the small snapshots from the relationship icons that appear at the bottom of the screen.

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cultures also see that with expanded cultures come war.

House Jam says, "If we can learn to live in peace, then we could better learn to jam along together."

The Sunrise room of the Archives features the work of Stuart Sharpe, a member of the Mediaband, one of the original employees of MacroMind and a long time collaborator with Marc Canter. By clicking on any of the 10 "windows" in the room, you will start either an animation, QuickTime movie or interactive video, each created by Stuart over the past 6 years.

The Day room of the Archives features the work of John Sanborn, Marc Canter, and some of the original Mediaband animated business plan and pitch. John Sanborn is the director of Mediaband and an internationally known video artist. By clicking on any of the 10 "windows" in the room, you will start a QuickTime movie or animation.

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The Night room of the Archives features odd surreal excesses from the Mediaband's original business plan and pitch. By clicking on any of the 10 "windows" in the room, you will start a QuickTime movie or animation.

The Sunrise room of the Archives features the work of Jim Julian, a member of Mediaband and long time Director and Photoshop artist. By clicking on any of the 10 "windows" in the room, you will start one of the 10 QuickTime movies Jim has archived here. They are all untitled.

The Archives are where the company's early works including Mediaband's first available for viewing. Basically this is where Marc, John, Stuart, Jim, and others do their historical documents. Not all of these are up yet though. As soon as the Archives are up, you will notice that they are in fact a mixture of a collection of images, documents, and technology. By moving your mouse around, you will be able to move over images, documents, and, and by clicking on the bottom row of books you will be able to open them up and see what's inside.

The Librarian will follow your mouse movement around and tell you to shhhgoosh (like a good sheep) and allow you to move forward into the actual Archives chambers for pleasure and his grand. You will be faced with a four sided chamber that looks up, into the sky, into the universe. One of the chamber features a guardian hand of sorts that will tell you what's going on in the Archives day, night, sunrise and sunset. By clicking on the color scheme of each room, that room of the Archives will be launched.

Once inside one of the Archives rooms, you can move between each room, by clicking on the right left hand side of the room.

THE STAGE ARCHIVES



SWAG SHOP

The SWAG Room is really designed to showcase what we've got up - from the books and movies and music to the latest in computer technology. Come see what's new in the SWAG Room building as well. Check it out!

Click on the door to enter into our very own SWAG (stuff we all get) store. These items are available for purchase and are interactive.

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TEKNO ROOM

Click on the door to enter into the TEKNO Room. This room is where you can experience the latest in computer technology. You can play games, interact with the computer, and even control it directly. It's a great place to learn about the latest in computer technology.

the
Tekno Room
Eyeball Room

the second of two in machine the Equipment rack

- a High end 300 MHz machine, w/ 40 Hardware and 256 MB memory, w/ 128M RAM
- fiber optic broadband network connection (ATM), as well as ethernet, SDSL, serial, high res. RGB/HVSC 16" monitor and built-in STEREO speakers
- input digitizers with complete vision, video and scanner sub-systems
- audio mixing, video processing, real-time manipulation and 3D capabilities
- MIDI music and ASCII keyboards, drawing tablet and stylus, video camera and microphones
- removable media devices: Syquest, MO, Lanegard, CD-R, MD Data, DVD, whatever's new
- and lots of storage space - more than 10 G and it all folds up like into a suitcase!

By touching on each SoundVision machine element, you'll hear a Mediavision member talk about their area of expertise. Michael Kaplan, our writer, gives a brilliant rap on text; the father of data types, Jeff Parker (blazing fur for Jim Collins) represents the mother of all data types; graphics, Stuart Sharpe represents animation, visual trickery and meta-aesthetics in his usual cuttingly honest way; while Chris Watson & Shirley Ogle (our musical band members, team up on a solo on audio, the orphan child of multimedia), John Santoro, our director, gives a twisted view of a sequence of interlaced 3D low-res field data type - otherwise known as video; and I, Marc Center, pull it all together with my visual programming. Mediavision is the new waveform. Each sequence is started by clicking on the SoundVision machine element and

We believe in Science Fiction, not Science Fiction. Everything we冥思遐想 about would be common knowledge over there a matter of time.

Each Equipment Rack Element is where a craft, graphic or drawing illustrating something important for the future. Some of the charts are directly Mediavision related, like configuration charts of the inversions of our first two interactive pieces, Undo Me and House Jam. Other charts are based on things that will affect each of our lives. The Equipment Rack attempts to educate the neid viewer as to some of the relevant issues and approaches that will be important to us all in the future. We hope you grok it.

Each neid starts one of 16 different roads on sound. Try and listen. They're pretty cool.

Click

on any of the three windows to get some fun sounds and click on the Kid's thermometers to get a preview of another Carter Technology project - Macaroni Man. There's also a ball rolling around somewhere to play with.

You can find it!

Click on any of the balloons to see what they have to say.

These folks are all a part of our industry

and are concerned with the price of RAM,

What will we do?

They're also very upset over the lack of standards in set-top boxes.

And why Apple doesn't seem to like Macintosh.

There are lots of other things too.

to keep reading!

There's also a bunch of symbolic images to find and click on as well.

Click here

Theater's Job

Theater's Job

down a few interesting facts about

interesting folks in the Smart Bar, including
a wise guy bartender named Tony Bove.

KID'S ROOM

The Kid's room is a precursor for things to come.

CONTINUED

SMART BAR